Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jester's Cap 4



Artifact

2,: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier
© 1995 Wizards of the Coast, Inc. All rights reserved.